				E26-L1
Team Membership		Core Competency:E26	Level 1, Introductory	
Demonstrate Team Membership				
Time to complete: 240 minutes				
Objectives	1. Und 2. Den 3. Ider 4. Asso	n of this lesson students will be able to: erstand what a team is and the value of a team. onstrate team participation. tify ways to build mutual trust and respect. ss his/her abilities as a member of a team onstrate the qualities of good membership through teamwork activities.		
	6. Dev	velop an understanding of MCA.		

Cross	C18 Follow directions		
Competencies	G44 Demonstrate how to use group dynamics techniques		
·	G45 Understand the essential elements of high performing work teams		
	G58 Indentify ways to build trust and respect		
	H71 Demonstrate an ability to satisfy the purposes of a delegated task.		
<b>Core Standards</b>	ndards Career and Vocational/Technical Education: Content Standards 3 and 5		
	Workplace Competencies Content Standards 1 and 4		

Materials in Lesson Plan	Other Supplies Required	Supplemental Resources
<ul> <li>E26L1HO1 What is a Team?</li> <li>E26L1WS1 MCA Membership</li> <li>E26L1WS2 Team Membership         Assessment</li> <li>E26L1ACT1 The House that JMG Buter in the Second of t</li></ul>	<ul> <li>paper, pencils, glue, tape markers, cardboard, scissors, wallpaper samples, carpet pieces, gravel, wood, popsicle sticks, and similar materials</li> <li>Newspaper, masking tape</li> <li>MCA Student Manual</li> </ul>	Training Wheels  http://www.training- wheels.com/index.htm  The 17 Indisputable Laws of Teamwork by John C. Maxwell

MCA	Portfolio Project	Guest Speakers	Program of Work
		Bring in a coach from	
		athletic team to talk	
		about the value of a team	
Civic Engagement	Indian Education for All	Career Pathways	Competitive Events
Campaign for Kindness			Group Talent



Suggested Instru	Notes	
Introduction	The activities in this unit will provide students with information about membership in an organization and the benefits and power of team membership. Trust is one of the foundations of building a team. Activities in this unit will help students learn to support and trust each other and go past their personal comfort zones to become team players.	
Preparation	<ul> <li>Make copies of student handouts.</li> <li>If you will be doing supplemental activities, make copies or arrange for the resource as needed.</li> </ul>	

1.	Explain to the class, the value of being a part of a team. Give a copy of the	<u>Notes</u>
	E26L1HO1 What is a Team to each student. Discuss with your students all the	
	elements that make for a good team, advantages of being a team member,	
	the elements of a good team member, roles of a team member and	
	characteristics of a successful team.	
2.	Present <u>E26L1ACT1 The House That JMG Built.</u> Determine groups, provide	
	them with the proper supplies and have each team construct a house based	
	on the instructions.	
3.	Present E26L1ACT2 The NASA Experiment to students. This activity will allow	
	the class to become aware of the benefits and power of team membership.	
4.	Divide class into groups of about 5 students, provide each group with supplies	
	needed and have them complete activity <u>E26L1ACT3 Newspaper Construction</u>	
	<u>Project.</u>	
5.	Hold group discussions after each activity. Was it easier to complete some of	
	these activities because there were several people working on them? Each	
	with various skills and experiences? Would you as an individual come up with	
	all of the creative ideas that your team generated? Why or why not? Did	
	everyone in your team contribute to the exercise? Monitor progress of the	
	students to ensure that the competency has been achieved. Additional	
	assistance may be necessary for students who are having problems working	
	as a member of a team.	
6.	Distribute copies of MCA Student Manual to all students and have them add	
	them to their student notebooks.	
7.	Discuss with your students the Montana Career Association and how it is	
	connected to JMG. Handout E26L1WS1 MCA Membership.	
8.0	Discuss with students the importance being a part of the MCA within the JMG	
	program. Have them complete E26L1WS2 Membership Assessment to rate	
	their skills as a "team player." Are there some areas where they feel they	
	need some help? Work with your students to improve those weak areas so	
	they can be the "best player on the team."	
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Assessment	Completion of activities. Use <u>E26L1 Rubric</u> to evaluate group participation.	Notes
Supplemental Activities	<ul> <li>Develop a word find puzzle with "team building" words.</li> <li>Divide the class into four groups. Have each group assign a team captain. Each group will be responsible for choreographing a two-minute dance routine. After a given amount of time the dance groups will join together. Team captains will teach each group's routine to all members. Everyone will perform the combined choreographed dance.</li> <li>Declare a "Games Day" and play a game, such as Pictionary, Password, Trivial Pursuit, Scattegories, etc. to build student interaction with other peers and team membership. Explain that you like the way they've been working together, so you're taking a break from the routine as an incentive or reward. This exercise reinforces team work, good sportsmanship, being a good loser as well as winner.</li> <li>Have You Ever? exercise. Sit in a circle with one person standing in the middle. That person says "Have you everjumped out of an airplane," or something else that they HAVE done. Each person that has also done that must get up and move to another empty chair, and not the chair next to them. There will be one person left standing and that person is then in the middle with a "Have you ever" This exercise can lead to a discussion about the talents and skills in the group, the diversity in the group, and how these can be used to strengthen the team.</li> </ul>	Notes

